

COWBOY BEBOP



ANIME 1 GUIDE





The year was 2071. Humanity left the ruins of Earth to find opportunity in the final frontier. Following the wave of expansion was an outbreak of crime. Syndicates, con men, and crooks thrived when Earthly law and order couldn't keep up. Enter the "Cowboys": bounty hunters of the new frontier. With thousands of wanted men on the loose, there are millions of *woolongs* to be won if you can catch the right prey.

Spike Spiegel and Jet Black are a pair of bounty hunters who could have been the best — if it weren't for their bad luck and good consciences. With an unwanted new partner Faye Valentine and the "data dog" Ein, this crew has been through some of the craziest adventures this side of Ganymede. Their stories were retold in the animated series *Cowboy Bebop*, a smash-hit on the Cartoon Network.

For fans who watched the series and want to know more about these legendary figures, the *Cowboy Bebop Anime Guide* has all the answers. The first of six volumes covers the episodes "Asteroid Blues," "Stray Dog Strut," "Honky Tonk Women," "Gateway Shuffle," and "Ballad of Fallen Angels." Featuring character bios, episode synopses, design sketches and dossiers on Cowboy Life, this is a guide that no *Bebop* fan should be without.

See you, space cowboy...



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COWBOY BEBOP

Vol.001

SESSION#1

ASTEROID BLUES

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STRAY DOG STRUT

SESSION#3

HONKY TONK WOMEN

SESSION#4

GATEWAY SHUFFLE

SESSION#5

BALLAD OF FALLEN ANGEL

**Anime
Guide**



WE GOT THE JAZZ.



INTRODUCTION

*Where is jazz going? I don't know where it's going.
Maybe it's going to hell.
You can't make anything go anywhere,
it just happens.*

—Thelonious Monk

April 1998: The Show that Almost Wasn't.

It would be a story with young, vivacious characters, a rich storyline, crisp dialogue, stylish direction, and a soundtrack jam-packed with great music. It would be told in a unique style: a blending of noir, westerns, and science fiction. It would be the epitome of cool.

The name of that production: *Cowboy Bebop*.

Due to complications when the show first aired on TV Tokyo, only the first 12 of the 26 episodes made were shown. Fortunately, the series, in its entirety, found a home on the WOWOW Japanese network. The series met with phenomenal success and a theatrical movie followed two years later. In the fall of 2001, the series made its American TV debut on Cartoon Network, becoming the network's first anime series targeted at adult viewers. The *Cowboy Bebop* Complete Anime Guides will cover as much of this groundbreaking series as possible.

Just as a legendary pianist can't predict where jazz is going, no one can tell where animation is going.

Regardless, this great work will continue to have new life as new fans discover its wonder.

Thelonious Monk.....1912 - 1982 Jazz Pianist.
Establisher of a new jazz style called "Hard Bop"





A formidable fighter, Spike practices the martial art of Jeet Kune Do, a hand-to-hand fighting style created by Bruce Lee. He takes his training very seriously and practices regularly.



Spike has a bit of a dirty mouth, but in the presence of a lady, he becomes an instant charmer. With those gentle eyes and that reaffirming smile, how could you not trust this guy?



Most of the time, Spike keeps his cool, but just below the surface boils a savage intensity. The moment the subject turns to people like Vicious and Julia, his face hardens and he is prone to lose his temper. When he snaps, no one can control him, not even his buddy and partner in crime, Jet.

Spike Spiegel

A cowboy who loves freedom.

Like the cattle rustlers of the old west, Spike cherishes his freedom and the open expanses of space beyond civilization. He knows right from wrong, but that doesn't mean he follows society's rules. He's generally a carefree kind of guy, but there are three things that he absolutely despises: kids, pets, and tomboys.

Something in Spike's past connects him with Vicious, a top member of a ruthless criminal syndicate. The connection seems to revolve around a woman named Julia, but the exact details and circumstances of their link are uncertain. Having skirted the border between life and death three years ago, he is left alive with a burning doubt, constantly questioning the distinction between truth and fiction. "I'm just watching a dream I never wake up from."

W SPIEGEL



SPIKE SPIEGEL DATA

Sex;Male
Age;27
Height;185cm
Blood;O
Constellation;Gemini
Birthday;June.26
Home;Mars





Jet, a handy mechanic, is adept at maintaining and renovating machines. Originally a fishing vessel, Jet bought the *Bebop* secondhand and renovated it into what it is today. Now he spends far too much time repairing Spike's modified racing craft, the *Swordfish II*.



Jet uses his connections in the police force to gather information about bounties and conduct negotiations. His duties include being Spike's back-up man and relaying him instructions and advice from his station on the *Bebop*, in addition to less sexy routines like cooking and repairs.

Jet Black

Ballad of an ex-cop.

He's Spike's partner and a former ace investigator in the ISSP (the interplanetary police force). Back when he was in the ISSP, he injured his arm so badly that he had to have it replaced by a cybernetic limb. The accident forced Jet to retire from the ISSP, but he still uses the connections he built in his days as a cop to help Spike track down bounties. On the police beat, he was known simply as "Black Dog."

Jet has a strong sense of duty, and is quite stubborn, but he's also softhearted and old-fashioned. In contrast with the cool façade that Spike puts up, a man of extensive knowledge, Jet's hobbies include tending to his bonsai, cooking, gambling, and reading. His favorite kind of music is jazz, and his favorite musician is saxophone great Charlie Parker.



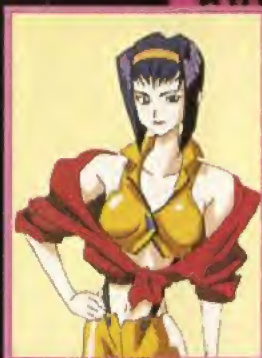
A good counter to Spike's devil-may-care attitude, Jet is the only man that Spike, a lone wolf, will trust. They bicker constantly like an old married couple, but when it comes to business, they're always pros.



JET BLACK DATA

Sex:	Male
Age:	36
Height:	188cm
Blood:	A
Constellation:	Serpent
Birthday:	December.3
Home:	Unknown

FAVE VALENTINE



FAVE VALENTINE DATA

Sex;Female
Age;23
Height;168cm
Blood;B
Constellation;Leo
Birthday;August.14
Home;Unknown



Faye Valentine



Faye loves all forms of gambling: cards, dog races, and dice. You name it, she'll bet on it. Faye is an expert at sleight-of-hand and duplicity (often at Jet's expense). Needless to say, she has NO sense of guilt.



Although she's a tomboy, Faye never forgets to look good. But for her, looking pretty is a matter of personal pride. She hates being hit on by men, but she hates women who flirt with men even more.



Faye is running out time to pay off the growing debt that she accrued during her time spent in suspended animation. Fortunately, she has a talent for keeping herself alive.

A beautiful but dangerous "Sleeping Beauty"

Faye is a mysterious woman without a past. She's called herself a Romani (gypsy), but those around her find that self-description to be little more than hot air. She seems to have Chinese blood running through her veins, but no one really knows for sure. And, because she was in cryo sleep for 54 years, it would be hard to prove anything about her past. One of the effects of the freezing was that she has lost all of her original memories. Now, Faye doesn't even know who she is. Even her name, Faye Valentine, isn't her true name. She teams up with Spike and Jet, but she demands exactly her share of the reward for the work. In fact, if she catches wind of a particularly huge reward, she'll go after it alone.



Ein was stolen from a research lab by Hakin, a pet thief. After his ordeal, Ein was taken in by Spike and became a pet on the *Bebop*, where he has made himself right at home.



Spike has always hated critters. Faye, also at odds with the mutt, would even go so far as to eat Ein's dog food and then tell him, "Go get your own food!" So, as a result, it's Jet who is the most fond of Ein.



Ein likes to eat what any dog would eat. But on the *Bebop*, where the bounty hunter lifestyle is feast-or-famine, at times he's been reduced to living on a diet of bean sprouts. When it comes time to give him a bath or take him out to go to the bathroom, the responsibility falls on whoever happens to be free.

Ein

Does the wise dog hide his fangs?

Ein was a "data dog," illegally developed in absolute secrecy by a covert research organization. What exactly a data dog is never gets explained, but one thing's for certain—he could sell for a lot of money on the black market. Ein is of the Welsh Corgi breed (Character designer Toshihiro Kawamoto owns a Welsh Corgi of his own).

Ein bites Spike's finger when he calls him a dumb dog, and can perform such actions as answering the telephone monitor, so he obviously has a high level of intelligence. Sometime it seems like he can even talk with Spike and the other crew. Ein is a little put-off by Ed (who appears in later episodes), but the two end up spending a lot of time together.

Character



EIN DATA

Sex:	Male
Age:	2 (Estimated)
Height:	29cm
Length:	84cm
Weight:	9.8kg
Constellation:	Unknown
Birthday:	Unknown
Home:	Unknown

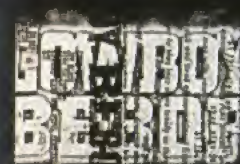


EIN



OPENING

Stylish images reminiscent of '70s spy movies, synchronized to aggressive horn instrumentals, make this opening a masterpiece.



"TANK!"

Produced by Yoko Kanno

Performed by THE SEATBELTS

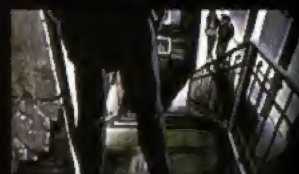


THE REAL FOLK BLUES

I only want to know true sadness.
A life drenched in a river of mud isn't
so bad
As long as it ends after the first time.

A despair filled with hope,
and this chance that has a trap set out
for it...

What's right and what's wrong?
It's like two sides of a coin...



Wonder how long I must live on before
I'm healed?

THE REAL FOLK BLUES

I only want to know true happiness.
All that glitters isn't gold.

THE REAL FOLK BLUES

I only want to know true sadness.
A life drenched in a river of mud isn't so
bad
As long as it ends after the first time.



ENDING



[THE REAL FOLK BLUES]

Vocal: Mai Yamane

Words: Yuho Iwasato

Music & Arrangement: Yoko Kanno

Too much time has passed
to lament that we were once in love.
The wind keeps blowing
as I still can't heal the rift in my heart.



"THE REAL FOLK BLUES"

Performed By Mai Yamane & THE SEATBELTS

Looking with one eye on the future
while keeping the other on the past...
If only I could sleep peacefully once
more
in the cradle of your love...
Someone, cry for me with parched
eyes.





Asteroid Blues

The first episode of Cowboy Bebop begins without any considerable character introductions or descriptions of the world in which it takes place. A man steals illegal eye drops called "Bloody Eye," and a desperate, sexy woman runs away with him. Spike is in tow the entire time, chasing after their bounty. It's a tragic but beautiful tale.



Session #1

アステロイド・ブルース
Asteroid Blues

SESSION#1

Scenario ; Keiko Nobumoto

Continuity ; Shinichiro Watanabe

Director ; Yoshiyuki Takei





1 In a city drenched with rain, Spike walks alone towards a church. Having taken a hit in a violent shoot-out, he smiles and presses a switch that looks like a detonator. The meaning behind these scenes, is yet to be known...



2 Spike shouts at Jet when tasting his "special" entree. "You don't call meatless 'beef with bell peppers,' 'beef with bell peppers, do you?'" Jet groans. "You do when you're broke."

The story begins with a man and a woman on the run.

For Jet and Spike, the daily struggle to make a living continues. The target this time is Asimov Solensan. In the midst of a dispute between his syndicate and another, he ran with the illegal eye drops called "Bloody Eye." Spike and Jet head for the asteroid Tijuana, which is where Asimov is hiding out.

Meanwhile, Asimov and his lover Katrina visit a bartender - who moonlights as a drug dealer - to sell him the Bloody Eye. Since Asimov's stash is stolen from the syndicate, he must follow him to TJ to take him out. With the increased reflexes caused by using Bloody Eye, Asimov kills his would-be assassins in a bloody shoot-out.

Spike visits with a Native American fortune-teller, Laughing Bull, who prophesizes that Spike's target is just to the north. At last, Spike meets up with Asimov and Katrina.



3 Jet shows Spike some information about a new bounty, Asimov Solensan. "He killed his own guys and took off," Jet says. "Now he's hiding out with some sweet thing he met in TJ." "TJ?" smirks Spike. "TJ's for small fries." "Maybe, but his bounty is worth 1 million woolongs."



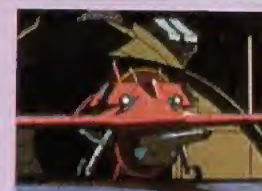
4 Spike hears Jet talk about the information on the bounty, but he's not really listening to him. He's still miffed about Jet's meatless "beef." Spike blurts out, "What happened to the 1 million woolongs we got from the last guy?"



5 "The repair bill for the plane you wrecked, the repair bill for the shop you trashed, and the medical bill for the cop you injured wasted all the dough!!" Spike sulks after being yelled at by Jet.



"You don't call meatless 'beef with bell peppers,' 'beef with bell peppers,' do you?!"



6 "Tijuana, huh? I hear the beef there is really good." Tempted by Jet's talk of food, Spike heads out toward Tijuana on his beloved Swordfish II. Jet decides to hit the cops up for some clues.



7 The asteroid Tijuana. A desolate bar lies along a decrepit street. In the bar, three old men talk. The three old men, named Antonio, Carlos, and Jobim, were once pioneers, but now they just lose themselves in poker and grand stories of their exaggerated past.



8 A man and a pregnant woman enter the bar. Asimov and Katrina. The two take in their surroundings until their eyes fall on the counter. The three old men leer at the beautiful Katrina.



9 "Gimme a beer," Asimov snarls at the barkeep. Katrina orders a Bloody Mary but the bartender says, that he's out of tomato juice. Asimov shows him the vial of Bloody Eye. "I'm sure you have one can left in the back."

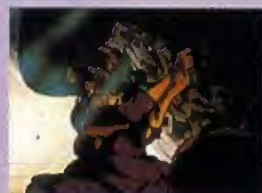
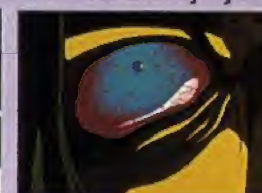


"Bloody Eye" is the purest illegal eye drop drug. When sprayed into the eyes, the user's sense of time is paralyzed, making the entire world incredibly strange and hallucinatory. There are different varieties in different colors, such as "Yellow Eye" and "Purple Eye." But because of its purity and effectiveness, the most valued is "Bloody Eye." When used, everything in the user's field of vision appears in the color of the drop. ("That's why all of the scenes shown from Asimov's point of view were red.") The eyes themselves change color as well, taking on the color of the drops.



10 The drug-smuggling bartender realizes that the eye drops Asimov showed him were Bloody Eye. "I'm gonna need a little proof. How about a demonstration?"

"You're a buyer, so you know what this is, right?"
"Is that real Bloody Eye?"



11 Just outside, the men from the syndicate draw their weapons, ready to burst into the bar. Inside, Asimov doesn't hesitate to use the eye drops. Immediately, his heart starts racing, and his vision is dyed red. "Yeah, keep those eyes wide open!"



12 A sudden reverberation of gunshots rings out. The bartender is hit in the face as the bar is taken apart by the random gunfire.

13 Under the influence of the Bloody Eye, Asimov gruesomely takes out his pursuers.

14 Meanwhile, Spike visits a Native American fortune-teller, Laughing Bull, to inquire as to Asimov's whereabouts. "You will meet a woman - Red Eyed Coyote. You will be hunted by this woman. And then...death." "Again, huh?" Spike demurs. "I've already died once. I was killed by a woman." "You take women too lightly, my friend," says Laughing Bull. "On the contrary," Spike smiles as he leaves.



15 Jet arrives at the wreckage of the bar and overhears the goons. "If we don't get that Red Eye back, we'll all be twisting in the wind." With his metal arm, Jet puts him in a headlock. "Tell me some more."

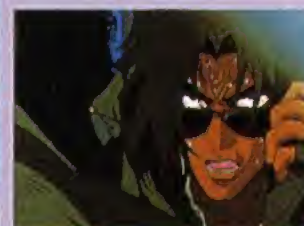


Interlude

The Native American fortune-teller who gives Spike advice, Laughing Bull, asks Wakan Tanka to guide his spirit. In the Sioux language, Wakan Tanka means "The Great Spirit." The pipe shown is an indispensable part of some Native American ceremonies.

SESSION#1

16 "I'm starving," Spike complains from inside the Swordfish II. The cockpit controls flash an "empty" signal. "So you're hungry too, huh, honey?" He lands the plane at a gas station and heads for the toilet.



17 In the bathroom, Asimov, still reeling from the Bloody Eye, has been throwing up while Katrina buys food nearby. Asimov looks in the mirror to check the remaining effects of the drops. He sees Spike coming out of a stall, and instantly hides behind his sunglasses.



18 Spike glances at Asimov, then washes his hands in the sink next to him. Asimov reaches for the gun at his chest. "It's best to keep the water running...so you don't clog the drain." Spike leaves whistling, and Asimov breathes with relief.



EYE CATCH

19 Spike bumps into Katrina. The two of them pick up scattered groceries, but there seem to be fewer than before. Spike says, "I was really hungry." He returns more food that he was hiding.



20 As he comes out from the toilet, Asimov discovers Katrina talking and laughing with Spike. He watches her from a distance.



21 Katrina is caught off-guard by the cool, collected Spike. "I was born on Mars," Spike tells her. "You can get anything you want there." When Spike answers that that's only possible for rich people, she says, "Then, I'm sure we'll be happy there."

What awaits at the end of their escape?

Unaware that Spike is a bounty hunter, Katrina talks of a future filled with hope. She shows how she'll escape to Mars, and how she'll be happy there with her lover. Spike then reveals what he really is and asks Katrina to give up on escape. But when Asimov appears and starts strangling Spike with all his strength, Spike loses consciousness and the couple run away. Later, Jet reaches Spike. Having awakened, Spike disguises himself as a drug dealer for Blood Eye and meets up with Asimov again. A violent fight breaks out, but the men from the syndicate show up, and Asimov uses the chaos to run away. Climbing aboard the spaceship that Katrina stole, they take off for outer space. Spike climbs into his favorite ship and takes after Asimov and Katrina.

SESSION #1

22 When Katrina talks about Mars, Spike's tone gets serious. "Planning on escaping to Mars, huh?" Katrina is shocked. "Go ahead and run. How far do you think you'll get?"



23 Katrina speaks with Spike. "You're a bounty hunter. Aren't you going to catch me?" "Your boyfriend seems pretty sick," returns Spike. "And I don't deal with small fries."



25 "That's enough!" Katrina stops Asimov, and they leave Spike to run away.



24 Asimov appears from behind and strangles Spike! Spike's in pain: Asimov bares an evil grin. "Now who's the small fry?"



"Adios, Cowboy"



27 Spike gets up and shows Jet the vial of Bloody Eye. Spike tells Jet that he knows where Asimov and Katrina are headed. "The Red Eyed Coyote will appear in the Zona Norte at the far end of town," Spike tells him, recalling his prophecy.



26 Asimov yells at Katrina, "Another second, and I could've killed him! I think you liked him, didn't you?" in an unwavering voice, Katrina replies, "I want out of this life. I can be happy on Mars."



28 On the side of the road, Asimov and Katrina are passed by a cop car. Under such continual mental strain, they can't hide their fatigue.



29 Asimov and Katrina head for an open-air bar. The three old men are there too, still gambling and drinking.

"Tijuana"

One of many asteroids in the belt, T.J. is always pounded by large meteors. Inside is an interstellar habitat, with only one entrance and exit gate. A dome-shaped mirror reflects sunlight, and plants are native only to the colony. The races of people found there are a jumble of folks from everywhere; the largest part is made up of Asians, Latinos, and Europeans. The streets are most like South and Central America, but the mixture of races and languages is a whole different story.



30 "So, have any Bloody Mary?" Asimov says to the desperado. "I only have beer," he growls back. Asimov makes as if to leave, but the dealer asks him to show him that the Bloody Eye is real. Asimov searches his pocket...but the Eye is gone!



"You're not a chameleon, Asimov. You can't look everywhere at once!"



SESSION#1



31 "Lookin' for this?" The dealer takes out a vial of Bloody Eye. Off comes the dealer's sombrero...it's Spike! He holds the vial, snatched from Asimov during the struggle.

32 "I thought you weren't interested in my bounty." "Don't you know how much you're worth? 2.5 million woolongs." An intense fight breaks out! Spike's attacks hit their mark again and again.



33 Katrina aims at Spike to try to save Asimov, but she can't get a clear shot. Suddenly, the men from the syndicate appear on a mono bike and open fire!



34 Spike glares at Asimov and tangles with the men chasing him. Meanwhile, Katrina jacks a mono chopper. "I don't want to hurt you," she says to the owner, a gun to his face.



35 A mono bike appears in the sky above Katrina, showering her with bullets. She takes a hit in the stomach, and the huge stash of stolen Bloody Eye falls out. Katrina's pregnancy was only a disguise to hide the loot.



36 "You idiot! If those break, it's all over!" shouts Asimov. Katrina sees that Asimov cares more about the Bloody Eye than her.



38 Spike chases Asimov and Katrina, who climb aboard a mono chopper.



37 Jet comes to Spike's rescue with the "head claw" on his favorite ship, *The Hammerhead*, and turns the cars into ruin. When Jet greets Spike, Spike just shouts out, "Yer late, Jet!"

"Sorry to keep you waiting, kidi!"

SESSION#1

40 A lone gunshot rings out in the cockpit, then silence. What Spike sees, in slow motion, in Asimov's ship is...



39 Asimov's ship races up toward the colony exit. A hunted Asimov breaks down in the cockpit, a perpetual slave to the Bloody Eye. Katrina is crestfallen seeing him this way. "We can't run anymore. I'll never see Mars."



41 ...Katrina, gazing at Asimov with sad eyes. She holds his corpse (her own doing) to her chest. "Adios." Spike stares, speechless. Thanks to fire from the waiting police ships, the cockpit is torn to bits and Katrina's body is thrown into open space. The scattered Bloody Eye twinkles like stardust in the heavens.



Interlude

Tijuana has streets that are reminiscent of South America. Actually, the bar that appears in the first part of the story was designed as an homage to the bar at the beginning of the movie *Desperado* (1996). Doesn't Asimov seem a little like Antonio Banderas, who played the hero in *Desperado*?

42 Spike breaks from his kung fu training to stare blankly out the Bebop's window. "What's on the menu?" he asks Jet. "Special' beef with bell peppers." Spike puffs a cigarette from Jet, gazing into empty space.



SEE YOU SPACE COWBOY...



Session #2

野良犬のストラット

SESSION#2

Scenario ; Michiko Yokote

Continuity ; Shinichirou Watanabe

Director ; Yoshituki Takel

Stray Dog Strut

The first episode of the original television run, and the episode where the data dog, Ein, makes his debut. A fierce scramble breaks out for Ein, ending in some clever physical comedy. The "strut" in the title means "to walk pretentiously" or "to swagger." This title draws on the gap between the Spike who is a cool, outlaw bounty hunter and the Spike who is hard-pressed to catch even a little dog, the runaway Ein.





1 In the stall of a filthy restroom, a suspicious guy clutches a suitcase. Outside, three men draw guns. "Come on out! It's all over, Abdul Hakim!" But the man takes them out in a split-second.



2 Spike watches "Big Shot," a TV program with info on new bounties. Abdul Hakim is introduced - he's stolen a dog from a secret lab and 8 million woolongs is offered for the dog's return, alive.



3 Spike receives a tip from a doctor who states that Hakim got plastic surgery and ran out on the bill. "He's got a case big enough for a treasure." After hearing the story, Spike gets excited. He talks the price down and agrees to give Hakim a punch for walking out on the bill.



Target: 8 million woolong bounty

Spike and Jet come to Mars with information on the bounty for Abdul Hakim. Hakim stole an experimental animal from a research institute, and the bounty's an amazing 8 million woolongs! And it turns out that the suitcase Hakim put the animal in is stolen by a thief. Using the doctor's lead, Spike predicts Hakim's next move and heads for an illegal pet shop. The suitcase thief is there and Spike mistakes him for Hakim. But inside the case is no more than an ordinary dog, with nothing unusual about him. Spike leaves doubtfully and passes Hakim on the street, and the dog in question scampers away. A fierce scramble breaks out after Ein. M, from the research institute who had been searching for the dog, also tries to capture the little dog.

SESSION#2



4 Hakim finds a Chinese-style bar. "Gimme some lao chu." A drunk comes up to him with attitude. "Here, my treat." Hakim makes the guy drink tea with a cockroach in it. Meanwhile, the drunkard's buddy steals Hakim's suitcase! When he gets away and opens the case, he hears growling...

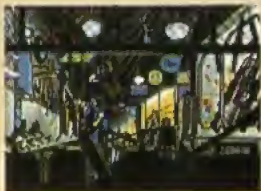


"There's an old saying: Don't count your chickens before they've hatched. Or should I say, your ducks?"

5 Spike worries that someone got the same information from the doctor and already captured Hakim and the bounty, but Jet disagrees. Spike says, "This one's in the bag," and flies out on the Swordfish II.



6 Meanwhile, a mysterious group hunts for Hakim, too. They're men from the research institute the animal was stolen from, the same three that were thrashed by Hakim. They want the dog...and payback.



7 Spike wants the lowdown on illegal pet shops in the area, but he's ignored. He asks about a set of nun-chaku. "Way of the Dragon model?" The shopkeeper's attitude totally changes. He pleasantly tells Spike to, "Check out the place called Animal Treasure."

"Long chain on this one. *Way of the Dragon* model, right?"



8 The suitcase thief is in Animal Treasure, trying to hock his goods. Spike asks, "So did you run out of money changing your face around so much?" Spike thinks it's Hakim, and he makes the woman shopkeeper open the case...only to find a Welsh Corgi. Surprised, Spike leaves, rubbing his neck in embarrassment. "Have a nice day," he says to the thief. The thief tries to sell the dog to the shopkeeper, who offers a meager 2 woolongs.



9 On the street, Spike passes the real Hakim, who is on his way into the store to get the dog back. Hakim surprises the thief, and the dog jumps and runs away. A shot fires into the air...the scene is total chaos, with Hakim chasing the dog and Spike chasing him.



10 Spike chases Hakim and the men from the institute join in. The dog leads, followed by Hakim sprinting through the narrow alleys, then Spike, then the men from the institute. The speedy pup leads them all around, but soon Hakim catches Ein at the top of a bridge!



11 "You a bounty hunter or some animal rights chump?" Hakim snorts. "You make me laugh, Hakim." The two go at it with their fists! As they fight, the dog jumps off the bridge and the two men follow.



12 Hakim lands perfectly on a boat while the dog stands on Spike's head in the water. Spike takes the yapping dog off and grumbles, "Aw, shaddap. I'm not in a great mood right now, alright?"



Interlude

Kung Fu appears frequently in this story. The antagonist, Hakim, is modeled after former NBA star Kareem Abdul-Jabar, who was in the Bruce Lee film *Game of Death* as "Hakim." And the *Way of the Dragon* that Spike mentions is the Lee film *Way of the Dragon*, the sequel-of-sorts to *Enter the Dragon*. So, is Spike a real Kung Fu maniac?



13 Jet collars the dog and Spike asks for an update. "He's a Welsh Corgi. Just an ordinary mutt." In a fit of anger, Spike points at Ein and immediately gets bitten. "Try and make friends with the pooch. He may be worthless, but his owner is worth a helluva fortune."



14 Children fish in the river and catch Hakim, who got snagged by his afro hair. Hakim asks, "What time is it?" and the children reply "4:00." It's only two hours until the transaction is to take place, yet Hakim can't find the dog. He angrily knocks over the stunned kids.



A cutthroat battle over one dog.

Dripping wet, Spike returns to the *Bebop*. The animal in question is caught, but he's just an ordinary dog. What makes him so valuable? Hakim grows nervous as the time to trade the dog approaches. Meanwhile, the men from the research institution fear that the truth about Ein will be exposed...

Spike walks the dog as a part of Jet's plan to lure Hakim, and Ein takes off. The men from the research institute used a dog whistle! Like the Pied Piper, they lure a huge pack of dogs into a van, and amidst the pack is Ein, their target. Hakim dashes off in a stolen car and joins the chase, nabbing the dog. Ticked off, Spike closes in on Hakim from above in his *Swordfish*

"I hate kids and pets. They're both a pain in the butt."



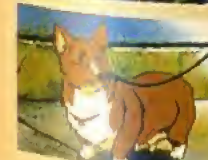
15 The men from the research institute are anxious since they can't find the dog or Hakim. They're worried that if the dog gets into the hands of the police, it would expose their research. "All that work."



16 Spike grudgingly walks the dog as a part of Jet's plan. Jet assures him, "Our guy's right where we want him. Just stick to the plan." Jet watches Spike's location thanks to a transmitter in the dog collar.



17 Hakim paces nervously. He can't delay the set time to meet the dog buyer. A nearby old man with a fortune-telling bird says that what he seeks is right before his eyes.



19 Ein hears the whistle and bolts, and Hakim realizes the dog ran past him. He chases it without paying the fortune-teller.

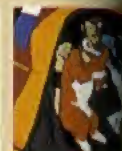
SESSION#2



18 The men from the research institute use a dog whistle, even though it draws attention. "I can't hear it," remarks a researcher. "It's too high-pitched. Only dogs can," says another. "I knew that," says the first guy. Suddenly, all through the streets, the dogs go crazy!



20 The institute's van leads a huge pack of dogs. "Has every dog gone crazy?" Spike wonders as he chases behind.



21 Hakim steals a newlywed couple's car. In his chase for the dogs, he knocks down Spike. Meanwhile, the men from the research institute blast a net gun to try to catch the whole pack of dogs in one shot, but Ein escapes. Hakim nabs the dog and puts it to sleep with sleeping gas.

"Don't get too hotheaded now."



22 Spike is really pissed after being practically run over by Hakim. Ignoring Jet's advice, he chases Hakim's car from above on the *Swordfish II*. "Trying to outrun me, huh? I don't think so!"

"You haven't seen hotheaded yet!"



Big Shot is the informational television program for bounty hunters that airs through out the story. The hosts are a team – the woman is Judy, and the man is Punch. There are similar programs on other channels, but Spike likes this one. The interplay between the hosts, like the closing when crazy Punch gets an earful from Judy, is always funny.



23 Spike finds Hakim's car and rams it from above with the *Swordfish II*. Then the men from the research institute start their offensive by ramming an anchor into Hakim's car.



24 The dog wakes up amidst all the noise and jumps from the steering wheel right out an open door. When Spike sees, he dives the *Swordfish II* and barely manages to rescue Ein in a shoe-string catch!



25 Meanwhile Hakim's car and the research institute's van fall off the road – landing on a police station. Everyone's arrested.

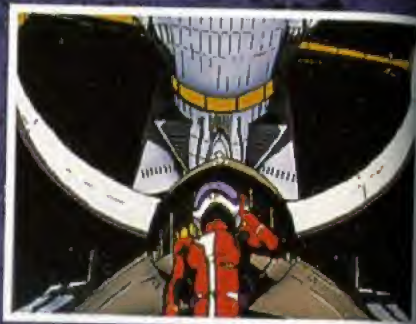


26 The woman shopkeeper watches the news on TV and realizes that the dog in question was the one the thief tried to sell her.

27 After a tick bath, the dog dashes out and shakes himself dry right in front of Spike. Spike gets drenched. "No dogs on the table!" But it was Spike himself who had brought the dog back to stay. Irritated, Spike mutters, "I'm gonna salt ya and eat ya!"



SEE YOU SPACE COWBOY...



Session #3

ホンキートンク・ウィメン

SESSION#3

Scenario ; Ryouta Yamaguchi

Kelko Nobumoto

Confinully ; Kazuki Akane

Director ; Kunihiko Mori

Honky Tonk Women

Spike and Jet get mixed up in a plot involving a decryption chip. And the beautiful woman they meet, Faye Valentine, is a pro gambler with a huge debt. She's stylish, sly, and snatches big money right out from under Spike and Jet. But her past is shrouded in mystery. Having met on the crossroads of fate, Faye, Spike and Jet form an uneasy partnership, one in which neither side can be sure of friend or foe. Later, the two sides part ways.





1 A beautiful woman walks into a store selling traditional Chinese medicines. "I like your shades, man," says the stranger. "I like everything you got," quips the shopkeep.



2 Strange-looking men show up. The woman draws a gun out of a paper bag. "Do you know the first rule of battle?" The shop is blasted by the fire. The shopkeep ducks while the woman bolts outside. But with several guns on her, she's taken captive. "Quite an elaborate way to get acquainted," she says.



3 The woman is brought to a casino satellite, where the manager, Gordon, makes her take a job with him to work off her huge debt.

A whirlwind of desire and intrigue at the casino!

A woman lands in a casino satellite orbiting Mars...she might be a legendary poker master. The manager, Gordon, uses her huge debt to force her into work, and as luck would have it, Spike and Jet drop in. The mysterious woman deals to Spike. She's been instructed by Gordon to give a valuable chip from a certain man...

When Spike leaves without giving her the goods, the woman gets angry and expects the man from her mystery man to be the coveted chip. Accidentally, Spike bumps into the actual man! In their confusion, their chips get switched. The woman chases Spike, but in a moment, Spike decides to swallow the chip. Suddenly, Spike finds himself fighting with bodyguards.

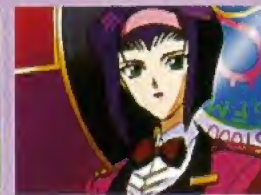
SESSION#3

"Somehow, I don't think Charlie Parker would be quoting Goethe!"

4 Spike and Jet arrive at the gambling satellite. Jet worries because he thinks a dream he had is an omen. "I have a feeling that dream will suck up our last 5000 wools." "Hey, lighten up," Jet says.



5 Jet plays the slots while Spike preaches to a group of barflies. His move works and Spike "tips" himself with their winnings.



6 Spike sits down at a table where the mystery woman deals. She mistakes Spike for the man that Gordon showed her.



7 According to the plan, Gordon's target is supposed to lose all of his money and give his last chip to the dealer as a tip. This chip is worth enough to totally eliminate the woman's debt.



8 The woman completely mistakes Spike for Gordon's contact. Because of her expert dealing, Spike loses chips steadily.



9 Having finally lost, Spike leaves, keeping his last chip as a souvenir. The woman is horrified!



"I'm not lucky, and I'm not skilled either."

"Then, what are you?"

"Generous."



10 On the casino floor, Spike glances behind him and bumps into a strange guy. His chip is switched with Spike's!



Interlude

This episode, "Honky Tonk Women," is named after a famous song by the Rolling Stones from '69. "Honky-tonk" was a type of dance music that drew on the flow of the blues of the '20s and '30s. It features a slightly out-of-tune piano. And Faye's been called an "out-of-tune woman," right?

SESSION #3



11 "This isn't how it was planned!" The woman yells. "You're pretty brash. You cheated the whole game and I didn't say a word." Spike swallows the chip, further enraging her.



12 Bodyguards arrive and Spike fights. The woman runs. "OK, show-time," she says into her wrist communicator. Jet hears the noise and finds Spike involved in the mess. "Spike! I told you not to win too much!"



13 Suddenly, a small spacecraft crashes into the casino. It's the woman's contact! She climbs on and uses missiles to break the outer wall. But before she knows what's happening, Spike and Jet cling to the cockpit of her ship. She screams.



14 In a surveillance room in the casino, the original contact man lies beat-up and bloody. Gordon and his men yell about the "fake" chip. Gordon sends men to look for the woman and shoots the man on the floor several times. "Put a price on her pretty head."





15 Spike and Jet tie the woman up in the *Bebop*'s toilet. Jet is peeved that Spike's fight made him lose his winnings. When Spike blames her for blowing their reward chance, the woman snaps, "It's nothing compared to what I've lost." She says that if they give Gordon the chip, he'll pay a fortune for it.



16 Spike and Jet don't believe her, but when Jet tries analyzing the chip, he finds a microchip embedded inside.



17 Listening to Jet but not really hearing him, Spike turns on the TV. He sees on *Big Shot* that the woman's name is Faye Valentine, and she has a 6 million bounty on her head!

The beautiful and dangerous woman Faye Valentine

The woman aboard the *Bebop* says that if they hand over the chip to Gordon, they'll get major cash. And the chip has a secret microchip inside. Then a picture of the woman "Faye Valentine," with a bounty on her head, comes up on TV. Gordon demands the chip, but it contains the key to a decryption program that the police need badly. Jet tells Gordon they'll hand over the chip for 30 million woolongs.

Spike heads for Gordon's ship for the transaction. As planned, Spike should kick over the chip and Gordon's man should kick over the money. But Gordon double-crosses Spike and attacks. Swiftly, Spike beats Gordon's goon and gets the chip. Then Faye, who broke out of the *Bebop*, shows up and grabs the case full of cash. Gordon chases and attacks her ship.

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18 Since Faye has a 6 million woolong bounty on her head, Spike and Jet want to give her to the police. "Is 6 million all they're offering?" she huffs. Faye pleads, "My family are Romanis, gypsies who travel in search of love." "We call you a Goucho," she says to Spike. "One who doesn't know which way is up." Spike finally frees her hands...

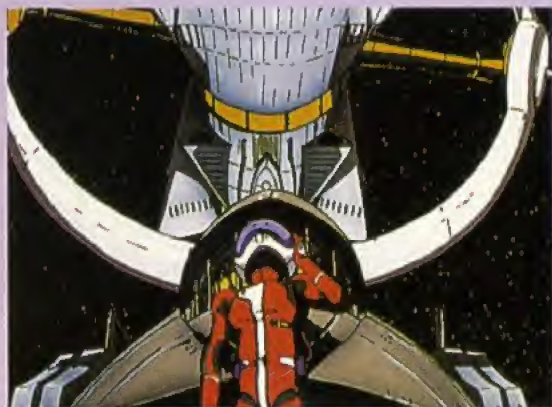
"Call me a Goucho!"

19 Gordon's ship contacts the *Bebop* and asks for the chip. "It's just a poker chip," he lies. Jet says that he knows the chip contains the key to a decryption program (crypto-breaker) that came through illegal channels. Jet agrees to hand it over for 30 million woolongs.



20 Meanwhile, Faye uses her free hand to pick the lock and free her other hand. She slips out of the toilet and makes her way toward the hangar bay, but not before Ein begins to chase her.

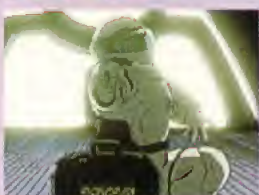




21 Spike heads for Gordon's ship, and a goon says, "Nowadays it's rare to find someone who demands cash up front," and Spike replies, "I guess I'm an old-fashioned kind of guy." Gordon tells Spike to kick over the chip, but then orders one of his gang to attack him.



22 At the signal, Spike lets go of the chip. At the same time, Gordon's man clings to the money and fire his guns. But Spike hides behind a pillar.



23 Having managed to escape, Faye comes bursting out of the *Bebop* on her ship, the *Redtail*, shocking Jet! "What the hell?"

I.S.S.P.
An abbreviation for "Inter Solar System Pol." This group was formed to deal with crimes between countries and planets, similar to the present-day Interpol. To help catch criminals, it instituted a reward program that bounty hunters like Spike are a part of. Jet was once a cop with them, but thanks to a certain accident, he had to retire. That particular episode of his life will be revealed later...

SESSION#3

24 In a flash, Spike is attacked by Gordon's goon. Spike cuts off the switch to his enemy's magnetic boots, sending him into space. With perfect timing, Spike catches the chip he had let go of. What a save!



"Hey Goucho!"
"Hey, Romani."



25 Faye surprises Spike in the *Redtail*. She grabs the case with the money in it, says only, "Hey Goucho!" to Spike, and jets off.



26 As soon as he sees Faye's got the money, Gordon attacks. But Faye reverses the missiles' polarity by firing off counterfires. She escapes. The missiles turn back in Gordon's direction and score a direct hit. Gordon's ship explodes.

27 Their buyer dead, Spike and Jet hit the casino to spend the chip.

EASY COME, EASY GO...



Session #4

ゲイトウェイ・シャッフル

SESSION#4

Scenario : Sadayuki Murai

Continuity : Yoshiyuki Takei

Director : Yoshiyuki Takei

Gate Way Shuffle

Faye, who debuted in the third episode, joins up with Jet and Spike for the fourth episode of the TV show. In the Bebop series, this story in particular has some truly dizzying twists. In the beginning, Spike and Jet are after a mediocre bounty. But soon a huge reward lures them, and the Bebop ends up saving an entire world at the last minute. And notice that an important element of the story, "phase space," is introduced here.





1 Faye drifts around Ganymede in search of propellant. "Why is everyone in a hurry all the time? Don't they know it's unhealthy?" she huffs.



2 Yet another ship passes close by...it's a beaten-up, broken-down junker.



3 Spike and Jet chow down on Ganymede. Jet tells Spike that the specialty is Ganymede sea rat. The delicacy was harvested to near extinction.



4 Jet uses an I.D. device in his sunglasses to spy on a man at a back table. Though he may have changed his looks, it's definitely Morgan, a man with a huge bounty on his head. Jet and Spike came to this restaurant to capture him.

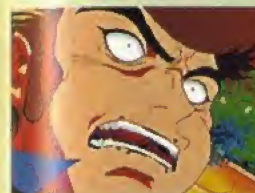
The mystery of the bounty on Twinkle

Spike and Jet came to Ganymede to chase Morgan and his bounty, and there they encountered the Space Warriors, led by Twinkle Maria Murdock. Their goal is to protect the space environment and small animals, but they're environmentalists in name only; they eventually became terrorists. Now Twinkle has a bounty, and Spike captures her and returns to the *Bebop*. But the bounty on Twinkle has been withdrawn!

Faye finds a dying man. His name is Gould, an affiliate of the ISSP. He spied on the Space Warriors and tried to steal a virus capsule. While running, the Space Warriors chased and shot up his ship. He gives the capsule to Faye as he dies...

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5 "Shall we just grab him and forget about breakfast?" Spike chats with Jet and then makes his move. But Twinkle and her group block Spike off and get in front of Morgan. Twinkle glares at Morgan, who is eating Ganymede sea rats.



6 Twinkle is called "Mama" by her subordinates. She threatens Harrison, one of her gang who gets out of line. Twinkle's group lets loose with their machine guns.



7 The restaurant is ripped apart by gunfire. Twinkle's group are environmental activists who call themselves "Space Warriors," and they supposedly want to save the Ganymede sea rat.

8 Hiding himself from the gunfire, Jet thinks about the 25 million bounty on Twinkle's head. The restaurant is trashed by the ruthless attack. Spike and Jet's prize, Morgan, dies in the crossfire.



9 "Fortunately, you're worth a lot more. 25 million'll buy a lot of lobster." Twinkle seems unusually calm for having been caught. "How's Morgan?" Spike asks Jet. "All full of holes."



"It's Harrison's lucky day. His Mama won't be back for a while."



10 Faye boards a beat-up ship and searches. She finds a badly wounded man, Gould, in the pod, and tries to help him. But he only tells Faye, "Take this suitcase to the ISSP," and dies. "What am I supposed to do with this?"

"So, where are we going to get the 25 million bounty?"



13 Faye returns to her ship, and can't resist opening the suitcase that the man told her not to open. Inside is a single capsule.

11 The Space Warriors are an environmental protection organization only in name; they're really a terrorist group. And the leader, Twinkle, has a 25 million woolong bounty on her head. Their group once did great work until Twinkle took over. "We've seen how peaceful you are," Spike sneers at her.



12 Jet should get the 25 million woolong bounty for Twinkle from the Ganymede government, but he finds out that he won't. "What?" Spike yells as he spills his soda in surprise.

"Monkey Business"

The Space Warriors kidnap an expert in virology to develop this virus. Human genes are only 2% different from monkeys, and this virus acts on the human part. It's a dangerous creation: any human who contracts the virus regresses to an anthropoid (man-like ape). Stored in a glass capsule, one must wear protective clothing when handling it. Twinkle and her group threaten the Ganymede government with the virus unless sea rat poaching is stopped, which makes the eight million citizens of Ganymede hostages.

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14 Jet and Spike discover that the bounty on Twinkle was canceled because her group made threats to the Ganymede government. In the lab, a man sets a capsule like Faye's on a missile aimed at Ganymede.



15 Jet wonders why he can't get money for Twinkle, knowing that there's no official record of the terrorist incident at the restaurant on Ganymede. "I don't get it... There's something going on here."



16 Adrift in space, Faye asks a ship for help, not realizing that it's the Bebop. When she gets no response, she keeps yelling. But when she sees the Bebop close in, she suddenly loses all of her energy.





17 Faye is captured by Spike and Jet. Surly even in handcuffs, she confesses that she blew all the money she stole from Spike and Jet at the casino. She doesn't have anything of value on her, which annoys Jet and Spike more.



18 Spike searches Faye's possessions for loot. His eyes fall on something, and he picks it up. When Twinkle sees what it is, her expression changes to complete shock. Spike plucked out the capsule Faye had been given.



"They say there's no honor among thieves."

19 Spike hears the story from Faye about how she got the capsule. Faye wants Spike to trade the capsule for the money she took from them, but Spike isn't listening. He does take some interest in the capsule, though, and tries a few ways to force it open, with no luck.

What will Spike and Jet do with this startling virus?!

The Space Warriors used "Monkey Business" to threaten the Ganymede government. With no other choice in the matter, they order Spike and Jet to release Twinkle. Enraged that the Ganymede government won't ban hunting the sea rat, Twinkle decides to launch a missile loaded with the Monkey Business virus.

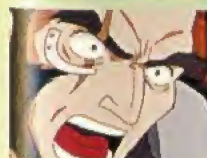
The Ganymede government offers a reward for Twinkle again, under pressure, and Spike jumps into action. But if the missile hits Ganymede, it'll be all over. Spike intercepts it in phase space, but unless Spike and Faye destroy the missile completely, the government will close the space gate, and trap them inside! They close only the missile and Twinkle's ship in phase space, luckily. Ironically, Twinkle and her men, now captive in space, are doused by their own virus.



20 Jet learns of the cancellation of the bounty on Twinkle by blackmailing a coworker from his police days, Bob.



21 Spike still can't open the capsule, so he blasts it with his gun. He finally takes out the inner case. Nearby, Jet finds out about the Ganymede government's situation. At his wit's end, he agrees to release Twinkle before the virus is released.



22 Twinkle cackles when Jet releases her. As she passes from the Bebop to the Space Warriors' ship, she quips, "Us, or them? I wonder which one of us will receive judgment from Heaven. Soon. Very soon."



23 After her release, Twinkle decides on "punishment" in the name of the Ganymede sea rat cause. The Ganymede government tries to stop her, but they are only taunted by a decoy ship sets up in a junkyard.



24 Twinkle launches the virus-loaded missile towards Ganymede, thinking it will destroy everything. But when Spike and Jet hear that the Ganymede government reinstated the bounty on Twinkle, they spring back into action!



Interlude

Some of the images in "Cowboy Bebop" make heavy use of computer graphics (CG), but the scenes that make the most impressive use of it are those with the phase space gate. The scenes where a ship exits from the gate use CG, and the effects were modeled after ripples on the surface of water.

"Don't complain to me if the missile falls! No one will complain if we get rid of the Monkey Business, right?"

25 If the missile launched by Twinkle's ship hits Ganymede, the ones who offered the bounty would be gone. "No one would be there to pay but monkeys!" Spike maxes out *Swordfish II* to intercept the missile from the other end of the gate.



26 The missile breaks up into three smaller pieces. Faye, who had stolen propellant from the *Bebop*, intercepts the missiles only after Spike and Jet agree to give her 60% of the bounty.



27 Faye thought she could destroy the missile, but she panics when it splits into smaller pieces yet again. Twinkle used a multiple-warhead missile to ensure success.



28 Jet tells Spike that the gate will be sealed off. The Ganymede government decided to trap Twinkle's ship and the missile in phase space. "Get out of there!" Jet shouts.



29 Spike and Faye race toward the gate to escape before it closes. The hulls of their ships groan with strain! Spike pushes the *Swordfish II* to the limits, and overtakes the swarm of missiles. With the gate just about to close, Spike and Faye make it out by the skin of their teeth!



30 Faye knows the gate should've closed, but the missiles are still coming. She yells, but they pass harmlessly through the *Redtail*. Jet explains to her that having been closed in phase space, the missiles have no real substance, even though they're visible. "Didn't you pay attention in high school physics?"

31 Spike makes it out with a chuckle. He hears Jet tell Faye about how phase space works.



32 With the gate closed, Twinkle and her group can't escape phase space. And with her plans for "punishment" ruined, Twinkle just laughs spastically. Her ship halts in front of the closed gate.



"Phase Space"

Phase space links all of the planets and moons in the Solar System. Using gates, which are placed at different locations, it's possible to greatly reduce the time and distance it takes to travel. Ships cruising in phase space and ships in normal space can confirm each other visually, but since they are in different spaces they can't overlap or touch each other physically. This is why Faye's *Redtail* wasn't shot down by the missiles.

33 The shock of the stop makes the virus capsule fly out of Twinkle's pocket. Spike had secretly slipped her the capsule when she was released from the *Bebop*. Fittingly, the capsule breaks on the viewscreen, dooming Twinkle and her demented crew.



"Well, I'll tell ya."

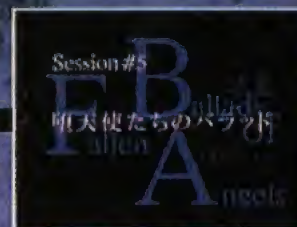
34 "We can make more money next time," Faye sighs. She leaves to take a shower, but Spike goes to warn her to ask permission in the future. Three gunshots are heard. "Bad move, Spike-o," Jet muses.



SESSION#4



SEE YOU SPACE COWBOY...



SESSION#5

Scenario : Michiko Yokote
Continuity : Shinichirou Watanabe
Director : Tetsuya Watanabe

Ballad of Fallen Angel

The fifth episode shows glimpses of another side of Spike - his past self that appeared in the very beginning of episode 1. A man who helped Spike is killed, and in trying to find the killer, Spike meets once again with Vicious, a friend from the past. But the two of them aren't friends any more; they only want to do away with each other... This could be called the first hard battle in *Cowboy Bebop*. It's one of the high points, and foreshadows later story developments.

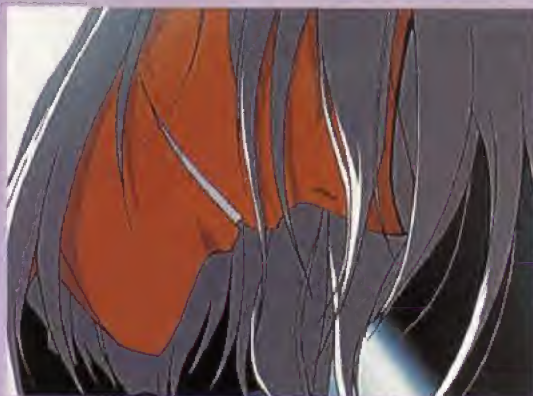




1 An office in a building in the urban center of Mars. Mao and Carlos seal their peace treaty with a handshake. But just as Carlos departs in his helicopter, it explodes.



"If only Spike...would come back...Then you..."



2 Mao is assaulted at sword-point by a Vicious. The Red Dragon leader pleads for his life, but the katana cruelly cuts his throat. When Spike's name passes from Mao's lips, Vicious grins.

What's the real reason Spike chases after Mao?

Somewhere on Mars, a contract is agreed to between Mao Yenrai, an executive from the Red Dragons, and Carlos, an executive of an opposing organization. Just as hostilities were thought to have been ended by the contract, Carlos' helicopter explodes, and Mao is assassinated by Vicious.

Not knowing that Mao, who has a bounty on his head, is dead, Spike starts after him on the pretext of assassinating the opposing organization's leader. Sensing danger, Jet tries to persuade Spike not to go searching for Mao, but Spike brushes him off. When Faye hears about Mao and his bounty, she decides to go after him herself and heads for an opera house where Mao might be. Meanwhile, Spike meets with Annie, an old friend, to hear about Mao.



SESSION#5



3 Spike and Jet argue in front of a monitor displaying Mao as a bounty. Knowing Mao's history, Jet feels a bit uneasy. "You know who that is, right?"

4 After Jet's warning, Spike intentionally changes the subject. Spike has absolutely no desire to talk of the past, so he instead asks Jet, "You have secrets too, don't you?" referring to his left arm.

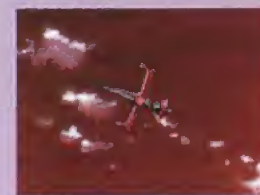
"So what happened to that arm of yours?"
"...What does that have to do with anything?"



5 In the midst of the stormy mood brewing between Spike and Jet, Faye returns from shopping. When she casually gets a glance at the bounty on the monitor, she starts getting ideas.



6 Spike ignores Jet's warnings and takes off in the *Swordfish II*. When Jet radios Spike and says, "I'm not going to have anything to do with this," Spike's only response is, "Roger."





7 Jet is clearly irritated by Spike's selfish actions. When Faye argues with him about Mao as well, he storms off to be alone.



8 Faye gets a tip meant for Jet from a violinist. "I got something big for you." When Faye picks up the card included in the tip and looks at it, she sees that it's an ace of spades.



9 Riding aboard the *Redtail*, Faye arrives at an opera house. When the attendant asks to confirm her ticket, she bluffs and says, "You know him right? The man in the box seat... HIM."



"The Red Dragons"

One of the mafia organizations that works throughout the Solar System. In the old days, the organizations used to fight violently amongst themselves, but lately, they have been increasingly bound in friendly relations. The Red Dragons have also been riding the wave of modernization and commercializing. Three old men run the organization, but executive members like Mao and Vicious (and formerly Spike) perhaps perform the dirty work. Vicious seems dissatisfied with the current air of peace.



"Both of 'em!
They're just doing
whatever the Hell
they want!"



10 Left alone on the *Bebop*, Jet searches for back information on Mao, but he can't see the protected information. Jet suspects "the part about the bounty is true, but the rest..."



11 Having breached the opera house rather easily, Faye locates the box seat. But when an escort tells her, "We've been waiting for you," she gets a strange feeling. That's when a gun is pointed against her hip.





12 Two young boys shoplift a magazine from a small shop in the slums. The shopkeeper, Annie, catches one and the other runs into Spike and gets caught. When Spike greets Annie with a soft, "Hi," Annie gives out a surprised cry.



14 When Spike calls Annie by her real name, "Anastasia," she looks up and yells, "Don't!" But then she asks what it is that Spike wants to know.



13 Spike expresses his concern at Annie's heavy drinking. Annie counters by yelling, "You died three years ago!" Spike doesn't fight back. Spike notices a group photo with Annie and Mao.

"What happened to Mao Yenrai?"



SESSION#5

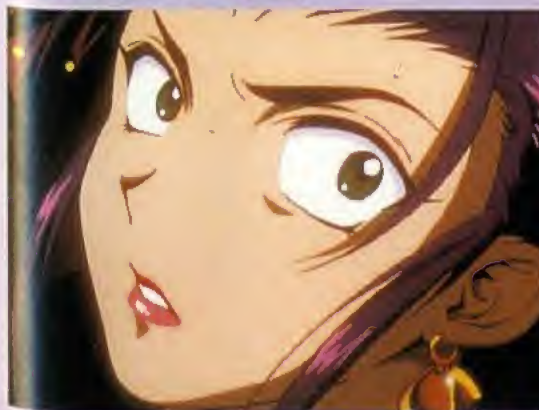


15 The men interrogate Faye and lead her to the seat where Mao is sitting. Faye takes a fearful look towards Mao. And there sits Mao's dead body.

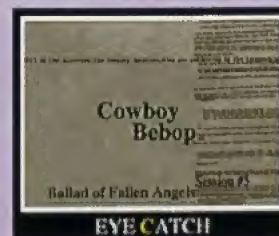


INTERLUDE

The song being sung at the opera house where Faye and Vicious met was "Ave Maria," from the fourth act of Verdi's *Otello*. "Ave Maria" is Latin for "Hail Mary," and originally, it was called "Hail Mary" in the principle Catholic Psalm Books. It's significant when you consider that a scene in the second half of the story takes place in a church.



16 When Vicious suddenly says, "You're shaking?" from behind her, her eyes widen in fright. She senses how Vicious, who uses a name of his own making, is on a totally different level than her.





17 Spike gets a pistol and bullets from Annie. Annie warns Spike, "It'd be best if you had nothing to do with Vicious anymore," but Spike already knew that without hearing it. Annie tells Spike that Mao had been looking for him.



"I'll take that one for Mao."



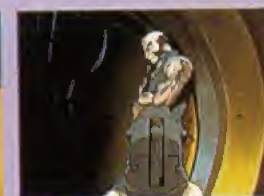
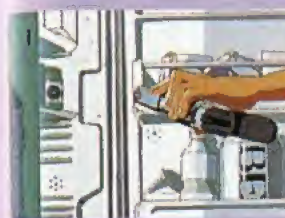
18 Annie fights with Spike to stop his reckless drinking. Annie yells, "This one's for Mao!" and tries to take the glass, but Spike grabs it before her and downs it in one gulp.

Spike and Vicious - The destined confrontation begins!

Spike learns about Mao's death from Annie. Without even listening to Annie's pleas to stop, he decides to go after the one who killed Mao, Vicious. Spike returns to the *Bebop* to arm himself for the upcoming battle. With the information he got, Jet informs Spike the bounty placed on Mao was a trap to lure him out. He resigns himself to the fact that in order to take revenge for Mao, who had done him favors long ago, he must put his life on the line.

SESSION#5

19 Spike returns to the *Bebop* to stock up on pistols and grenades. Wanting to stop Spike, Jet explains that the bounty on Mao was a trap to draw Spike out. Spike says, "Yeah, I know all that."



20 Spike talks about his past, of how he was helped by Mao. Jet tries to restrain Spike by telling him about how he lost his left arm by being too cocky and running ahead.

"It's the duties of the life I live."



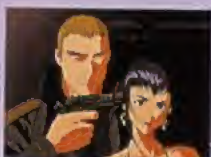
21 A message comes in from Faye saying she'll be killed if Spike doesn't come. Faye is glad to hear Spike is on the way, but Spike tells her, "Don't worry, I'm not coming to save you."



22 Spike arrives at the church and finds Vicious waiting. "Angels who have been thrown out of Heaven, have no choice but to become demons," he says. Vicious thinks Spike has lost his fangs. He's about to find out if that's true.



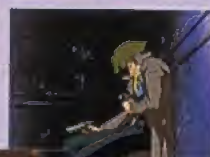
"I'm just dreaming a dream I haven't woken up from."



23 Vicious' underlings have Faye hostage, and they try to make Spike surrender his gun. But Spike calmly pulls the trigger.

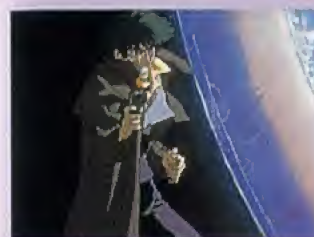


24 Spike's single shot signals the beginning of the gunfight. And in that instant, Faye runs from the church. Outnumbered, Spike takes a shot in the stomach.

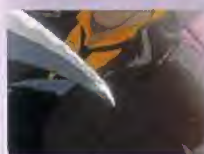


25 Jet is caring for his bonsai when a message comes in from Faye, who had escaped. Jet just yells, "I don't care!" and cuts off the message. But he gets a bad premonition, and grudgingly gets up.

SESSION#5



26 When Spike reaches the top floor, he is breathing hard. Spike gets his pistol knocked out of his hand by Vicious, and he just barely dodges the slash of Vicious' sword.



"Spike! Do you know what your face looks like right now?!"



27 Spike and Vicious are at an impasse. When Vicious says, "You and I have the same blood running through our veins," Spike replies, "I've bled all that blood away."



"The Dream He Hasn't Woken From"

In the wake of some incident in his past, Spike seems to question his sense of reality. Sometimes, Spike takes some audacious actions - perhaps this is due to his loss of his sense of reality. Vicious, who knew Spike in his past, said, "Angels who have been thrown out of Heaven, have no choice but to become demons," to which Spike replied, "I'm just dreaming a dream I haven't woken up from." This exchange is important in understanding Spike's past, and how he perceives reality.

28 "Then why are you still alive?!" Spike's gun and Vicious' sword strike at each other's hearts at the same instant. Vicious slashes Spike's face, and throws him through a stained glass window.



29 Just before he fell from the church, Spike threw a grenade, destroying the church steeple. As he falls, he sees familiar scenes from his past. A gang shoot-out. A rose falling into a puddle. Fighting together with Vicious. A woman tending his wounds, and a song being hummed...

"Sing for me... Just like that..."



INTERLUDE

Spike and Vicious' violent, intense gun battle makes use of suggestive cuts which arrive in silence, and slow motion. The scenes of Spike and Vicious' confrontation are reminiscent of John Woo, who directed such films as *A Better Tomorrow* and *The Killer*. Woo also liked choosing churches as the stage for confrontations.

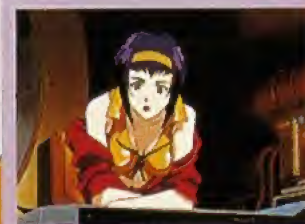


31 Outraged, Faye hits Spike with a feather pillow. As she stomps out, she passes by Jet, who heard the noise and came to take a look. Amidst all of the feathers flying around, a card lands on Spike's forehead - the ace of spades.



SEE YOU SPACE COWBOY...

SESSION#5



30 Spike regains consciousness, he sees the woman who was humming - Faye. Unable to move, he calls Faye close to his pillow, and says one word: "...Tonedead."



COWBOY REPORT

VOLUME.01

"The bounty-hunting trade"

This is the "Cowboy Report," which will cover various topics concerning "Cowboy Bebop." For this first volume, we will try to investigate Spike and the crew's trade, "bounty hunting," from various angles. They're called "cowboys," but what are they really like? Read on and find out!



WHAT ABOUT COWBOY?

What are bounty hunters?

When the phase differential gates* were first created, people spread throughout the Solar System. What seemed like a golden opportunity led to poverty and crime as "homesteaders" were separated from the law and order of Earth. Traditional police couldn't handle it, so the ISSP was created to handle crimes crossing between planets. However, they still couldn't catch every criminal. As a result, the "bounty system" was created, by which even civilians could arrest criminals. Under this system, bounty hunters are supposed to be licensed, but that rule isn't really strictly enforced. Now, there are over 300,000 active bounty hunters.

*(also called phase space gates)

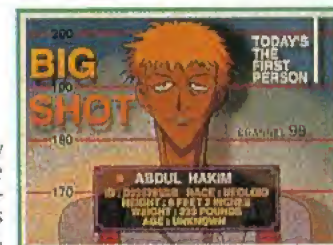
Information about bounties and bounty hunters is handled by one branch of the ISSP. Fugitive warrants and such are introduced by this branch, and it communicates information concerning bounties.

"Real World" bounty hunters

A bounty program actually does exist in our society. The most famous is America's bounty system. There are insurance companies who assume bail bond payments, and bounty hunters take contracts from them. These bounty hunters try to bring back criminals who jump bail, and they get compensation if they're successful. In this way, the insurance companies don't lose the money they put up for bail. Bounty hunters need to meet certain qualifications, and those who meet them can take actions above the law to catch the criminal. To learn more about bounty hunters in America, we recommend the movie *Midnight Run* ('88). Robert De Niro plays a bounty hunter.



The ISSP offers bounty hunting programs on the public broadcast system, and there are also civilian programs like "Big Shot," which are colorful and entertaining.



The bounty for catching a criminal is paid through electronic money. (By the way, 1 woolong in the Bebop world is roughly equivalent to 1 present-day Japanese yen.)

C O W B O Y L I F E

BASE

Bounty hunters cruise the entire solar system, thus it's best if their home and base of operations are one. The "free" bounty hunters find it easiest to make a move when their home resources are always available. A spaceship that serves as a base needs high speed, enough size to house small spacecraft, and space to live comfortably.



The Bebop

Total length: 142m Total width: 69.2m

Total height: 45.6m Weight: 1567t

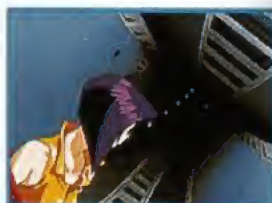
The Bebop was once a fishing ship on Ganymede - Jet bought it second-hand. He upgraded the equipment and the engines to make it into a bounty hunter ship, and it meets all the requirements for a base as well. It has a power hand and a rocket launcher, but they're rarely used.



The living room. This is where Spike and the others meet for meals and meetings. The yellow sofa is the best for napping!



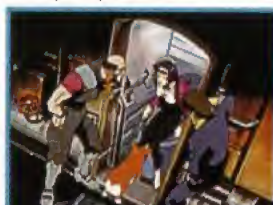
The control room on the bridge. The Bebop's operations and all hatches are controlled from here. Jet is basically in charge of the Bebop's operations.



Corridors are in each block. The spinning piece generates gravity artificially with centrifugal force. The round, heavy doors are from its days as a fishing ship.



Although they're often not in the show, each crewmember has a room, and they're small but private. Jet displays his bonsai, his hobby, in his own room and the workshop.



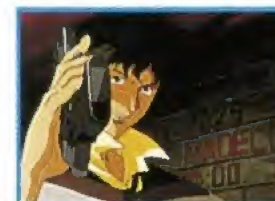
The Bebop has all the usual facilities, like a toilet, shower, and kitchen. The toilet is an old one that uses toilet paper, but Spike and Jet don't mind.



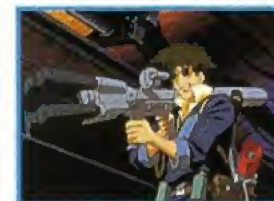
There are a lot of empty rooms on the Bebop, since it used to be a large fishing boat. There are nasty rooms Spike and Jet haven't set foot in for years...

There's no essential bounty hunter equipment. But it's great to have communication machinery for correspondence and gathering information, a spacecraft for travel, and weapons. Of course, one can still be a bounty hunter without these things, but someone skilled with this equipment has an edge getting bounties.

ITEM



Spike's gun is a Jericho 941, made in Israel. Faye uses an Austrian Glock 30, and Jet uses a German Walther P99. Other weapons, like the net gun and the flamethrower, are also used. But a bounty hunter's personal weapon is their trump card, right down to the bitter end.



In the "Bebop" world, small multi-purpose communication devices are widely used. They can be handheld phones, used with the attached monitor for TV calls, or even heat sensors. Compared to modern cell phones, they have a larger output and range of functions. Spike, Faye, and Jet carry their own at all times.



Computers are essential for communications, databases, and maps. The monitors are thin and may be transparent glass. The Bebop's living room computer is connected to the Bebop's mother system to help receive calls. Ed's machine, Tomato, was an empty box Ed made into a computer herself!



In the Bebop world, small spacecraft are a bit like motorcycles. Those who want to be bounty hunters, but who don't have a normal plane, can customize a small spacecraft with things like a high-power antenna.



Hidden mikes for eavesdropping and gas masks are useful in the bounty hunting trade. Spike uses a gas mask when he grills meat...

T A R G E T

Bounties

Bounties are essentially criminals. Every outstanding warrant the ISSP holds goes on a wanted list as a bounty. In this case, the reward amount comes from taxes. An individual may also make a request to the ISSP to put a bounty on a certain individual. In this situation, the person who made the request pays the bounty himself



Big-shots in crime syndicates get bounties placed on them, and there are those who bribe the ISSP into putting a bounty on someone. (Gordon in Session 2 did this)

COMPETENCE

To become a cowboy

As mentioned on page 77, bounty hunters are licensed. The application is handled at an ISSP window. But this examination is, as you can tell just by looking at Spike and the others, very loose. It's over with only a simple written test. Bounty hunters are by nature rogues who don't take to being in organizations, and there are many who are ex-cops. There is a special company where bounty hunters can gather, but it seems that many prefer to act on their own. Bounty hunters must have intelligence, wit, an information network, energy, and determination, etc.



Spike and Jet handle their work as a two man cell (two people, one group). Spike is the front man, Jet is the rear guard; each plays his own distinct role according to his disposition.



Bounty hunters can have a variety of skills. For Spike, it's hand-to-hand fighting, for Faye, it's swindling, and for Jet it's his wisdom and his connections in the ISSP.



"Cowboy Bebop"

Session #1 ~ #5

Art File (Spike + Guest Characters)

In "Cowboy Bebop," Spike, Jet, Faye, and the other alluring main characters, as well as the meaningful supporting characters, shine. Here, we introduce an art file focusing on the characters.

Spike Spiegel:

Age: 27 - Blood type: O - Sign: Gemini - Birthplace: Mars
A bounty hunter with only a thin bond to money. He travels in the *Bebop* with his partner, Jet.

His favorite ship is the *Swordfish II*. Many mysteries surround him, since he doesn't talk about his past.



Sometimes he plays the role of the gentleman.

But a lot of times he's a joker.

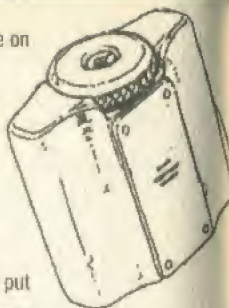




Spike's Gun:
A Jericho 941, made in Israel, equipped with a laser sight.

Spike's Oil Lighter:

A lighter with a safety device on the side, which you push to spin the head dial. The flame is extinguished either by blowing it out, or pushing with your finger. Letting go of the safety device will also put it out.



Spike likes to smoke. There are many scenes where he's smoking.

The way his hair is always mussed up, it looks like he just rolled out of bed.

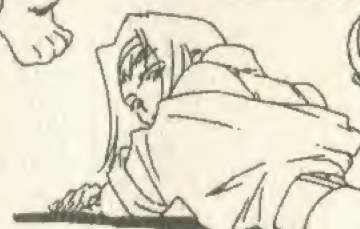


Ein:

Welsh Corgi.
Length: 64 cm
Height: 29 cm
Weight: 9.8 kg
He looks like an ordinary dog, but the truth is he's a "data dog" that could be sold for an astronomical amount of money on the market.

Jet Black:

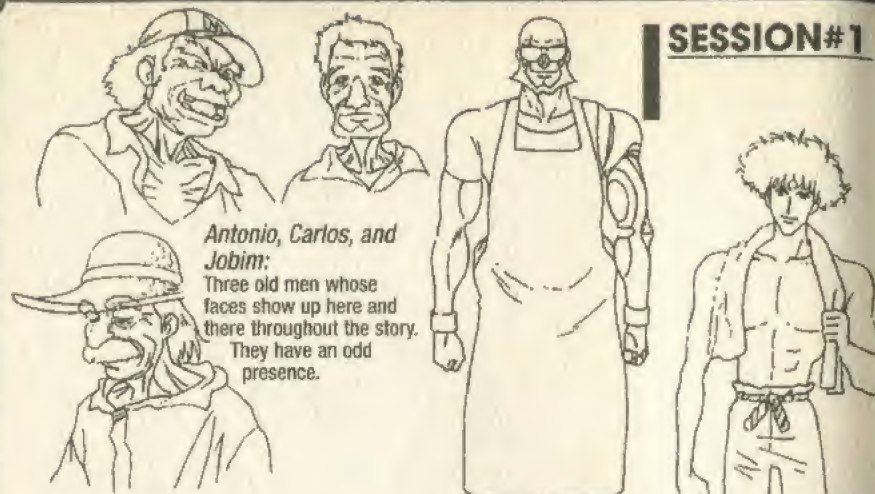
Age: 36
Blood type: A
Sign: Scorpio
Birthplace: Unknown
Spike's partner.
Good at cooking.



Faye Valentine:

Age: 23 - Blood type: B
Sign: Leo - Birthplace: Unknown
No occupation. Owes a huge debt.
Skilled with her fingers. For some reason, she's settled down on the *Bebop*.



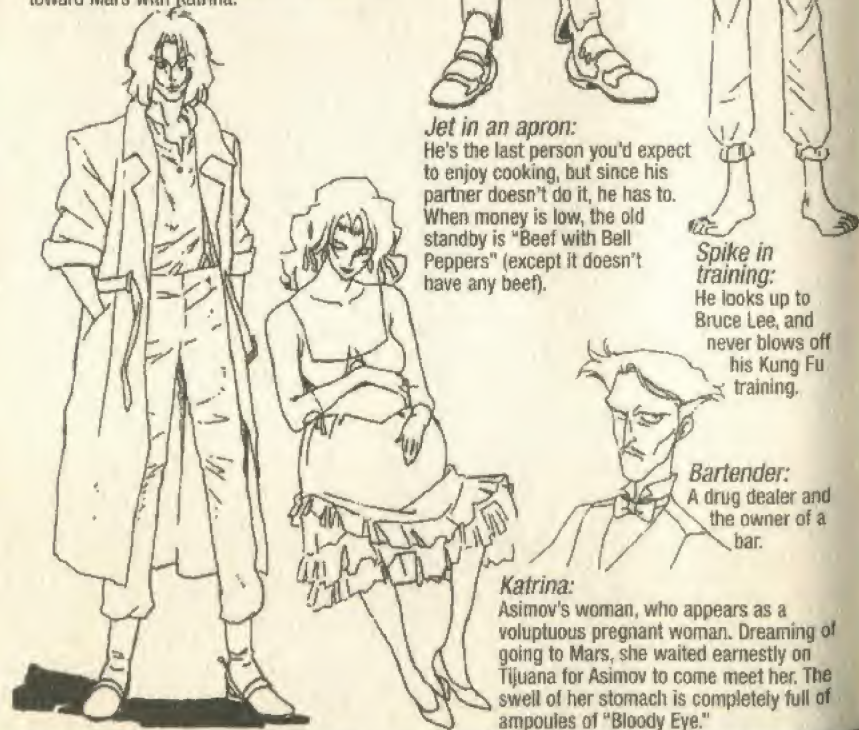


Antonio, Carlos, and Jobim:

Three old men whose faces show up here and there throughout the story. They have an odd presence.

Asimov Solensan:

Using the troubles in his organization as cover, he ran off with illegal eye drops "Bloody Eye" that the organization produced. He makes off toward Mars with Katrina.



Jet in an apron:

He's the last person you'd expect to enjoy cooking, but since his partner doesn't do it, he has to. When money is low, the old standby is "Beef with Bell Peppers" (except it doesn't have any beef).

Spike in training:

He looks up to Bruce Lee, and never blows off his Kung Fu training.

Bartender:

A drug dealer and the owner of a bar.

Katrina:

Asimov's woman, who appears as a voluptuous pregnant woman. Dreaming of going to Mars, she waited earnestly on Tijuana for Asimov to come meet her. The swell of her stomach is completely full of ampoules of "Bloody Eye."

SESSION#1



The mafia chasing after Asimov:

They came for Asimov, but they were moments too late, and get knocked out by Jet instead.



Use of Illegal Eye Drops:

Slide the ampoule in from the back of the cartridge. Press the button on the side, and liquid will spray into the eye. The drawing shows the cartridge full of Bloody Eye.

"Bloody Eye":

Illegal eye drops. It acts as a stimulant, and enters directly from the eye. Effects are immediate.



Laughing Bull:

A fortune-telling expert of Native American blood. When Spike came to him to ask about Asimov's whereabouts, Laughing Bull warns him, "You take women too lightly."

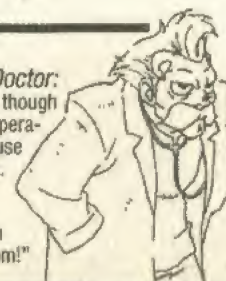
Spike in a Sombrero:

Following Bull's prophesy that, "The red-eyed coyote will appear on the north side of town," Spike went to wait for his arrival, wearing this costume.



Doctor:

The informant called the "Doctor." Even though Hakim ran out on his debt to him for an operation, he didn't squeal to the police, because it seems he's unlicensed.

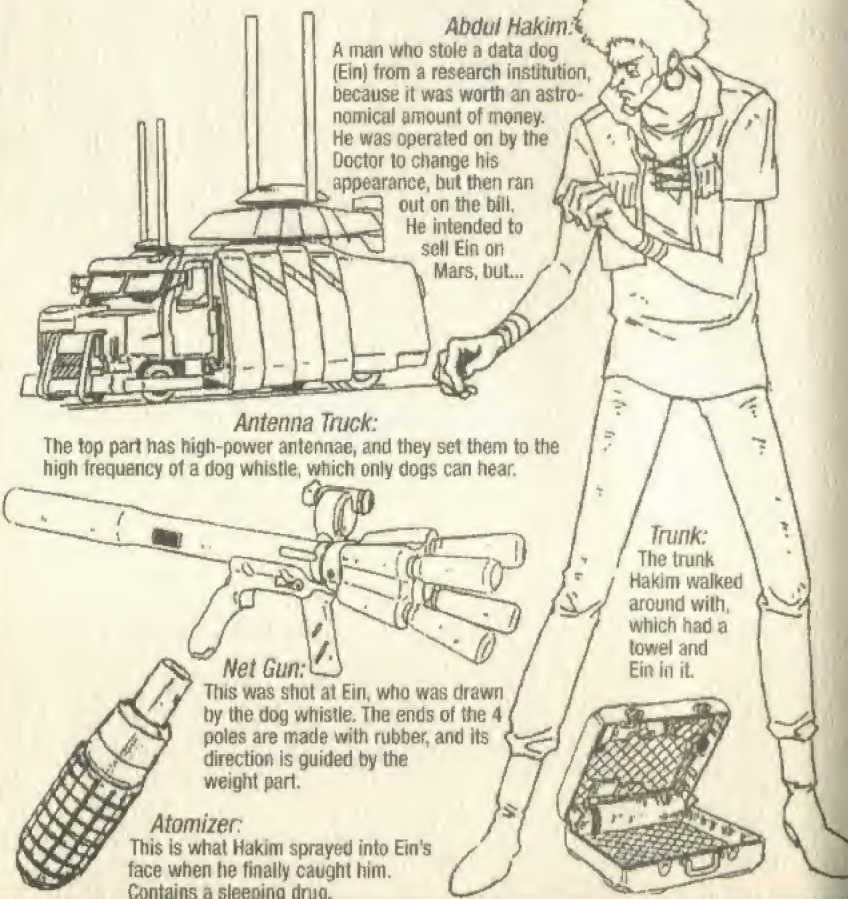


Punch (Right) & Judy (Left) from "Big Shot":

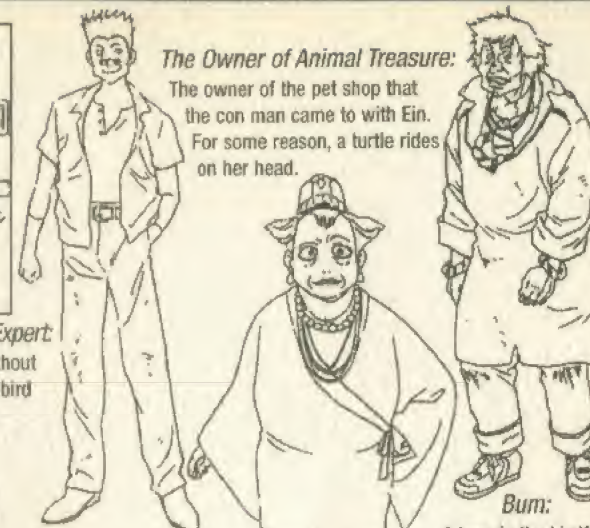
The hosts of the informational bounty hunters program, "Big Shot," which they start with "Hi all you 300 thousand bounty hunters in the solar system!"

SESSION#2

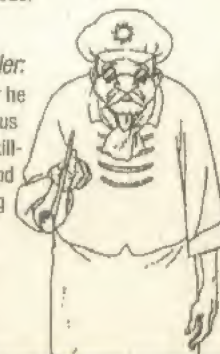




SESSION#3



Chinese Herbalist: The old man who Faye chatted with. His shop is wasted by Faye's gunfire.





Gordon's Guards

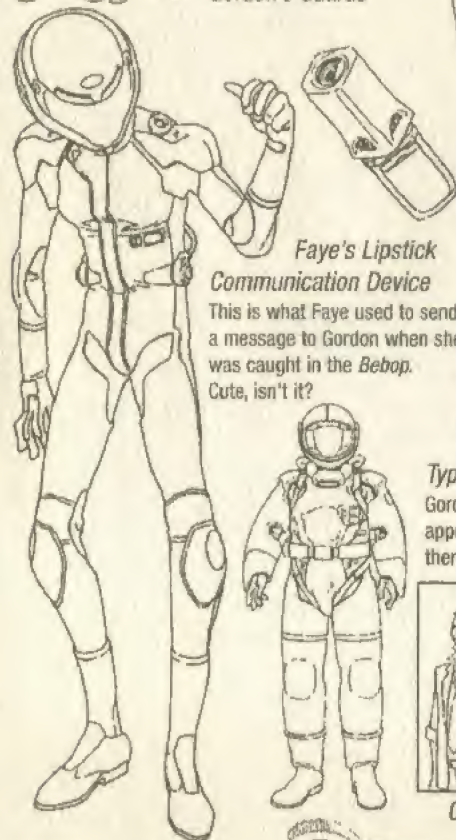
Gordon:

The man who runs the casino colony. He struck a deal with Faye, who has a huge debt, in order to get some software that could break any code.



Jet in a Suit:

He's daring when he's serious, but when he's playing, he's a conservative, sticking to his expertise, the slot machines.



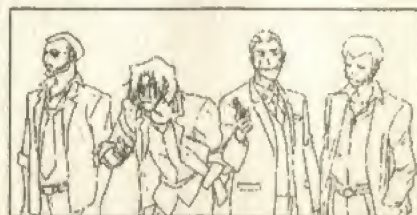
Faye's Lipstick Communication Device

This is what Faye used to send a message to Gordon when she was caught in the *Bebop*. Cute, isn't it?



Typical Space Suit:

Gordon's messenger wore this. This messenger appeared with the cash till on the left-hand page, and there was a gun hidden inside.



Casino Bodyguards



Handcuffs:

These were used when Spike and Jet, who had used the chaos in the casino as cover to escape, locked Faye up in the toilet.

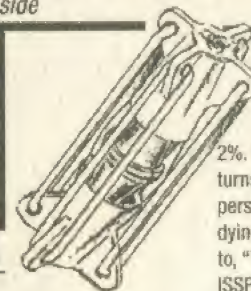
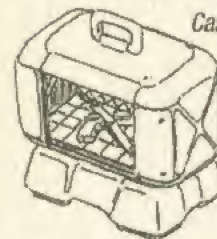
The Casino Chip:



Inside is the object of the dealings, a microchip. The chip contains a code necessary to activate a decryption program developed by SIT three years ago, which will break any code - a cryptobreaker. The program itself is structured with the code, and to decrypt it, it takes in the "key."



Cash Till with a Gun Hidden Inside



"Monkey Business" Ampoule:

The difference between a human's genes and those of monkeys is only 2%. It's a frightening biological weapon that turns people into monkeys just by being dispersed in the air. The dying Gould told Faye to, "Take this to the ISSP," but...

100,000 Woolong Bill:

Spike and the others have no experience with this amount of money.

SESSION#4

Spike's Sunglasses (I.D. Device):

One look with these, and Spike can clearly identify clearly any bounty, even if they've had orthopedic surgery. Spike used these with Morgan.



Faye in a Space Suit:

Faye wore this suit when the *Redtail* was stranded and out of fuel, and she was trying to hail ships passing close by. The lines are well-cut, and it's cute.

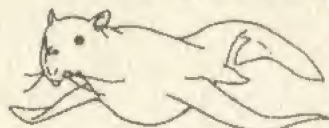
Morgan:

The bounty Spike and the others came all the way to Ganymede for.



Twinkle's Underlings:

The members of "Space Warriors" who call Twinkle "Mamma." The one in the front, squatting "yankee style," is Harrison. He was on duty at the lab when the ISSP spy Gould took off with an ampoule of the virus.



The Ganymede Sea Rat:

An animal similar to a sea creature which lived in the Earth's seas. There used to be many of them living wild in the seas of Ganymede, but because of overfishing, lately they've been being cultured outside the wild.

Sea Rat Mask:

These are the masks the "Space Warriors" wear when they commit their terrorist acts. The character designer, Toshihiro Kawamoto, comments that, "Rather than being a 'cute' image, it's very strange and scary."



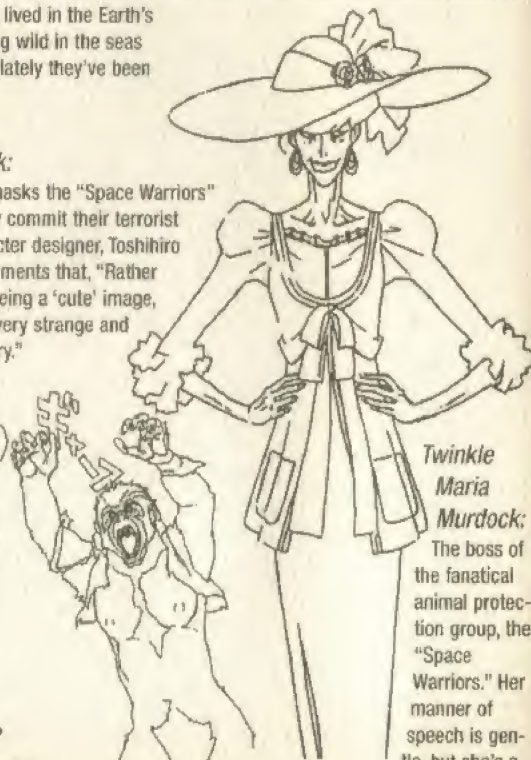
Bob:

An ex-coworker from Jet's days at the ISSP. Even now, Jet asks him for information.



Ganymede President:

This person was caught between a rock and a hard place; between the Ganymede government and Twinkle's request.

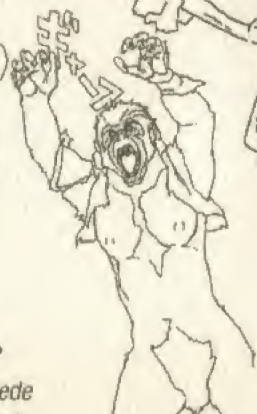


Twinkle Maria Murdock:

The boss of the fanatical animal protection group, the "Space Warriors." Her manner of speech is gentle, but she's a militant woman. She demands a complete ban on the hunting of the sea rat, and threatens the Ganymede government with "Monkey Business."

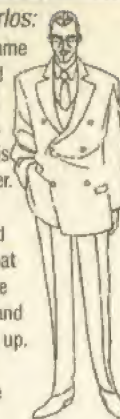
Monkey:

A human who was exposed to the biological weapon "Monkey Business" and turned into a monkey.



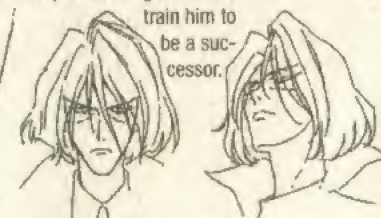
Carlos:

The boss of a syndicate, who came to close a deal with the Red Dragons. Soon after signing a cease-fire agreement, he is blown away along with his jet helicopter.



Mao Yenrai:

An executive from the Red Dragons, the syndicate that controls Mars. Back in the old days he found Spike and Vicious and brought them up. Even though Spike disappeared three years ago, he kept searching for him to train him to be a successor.

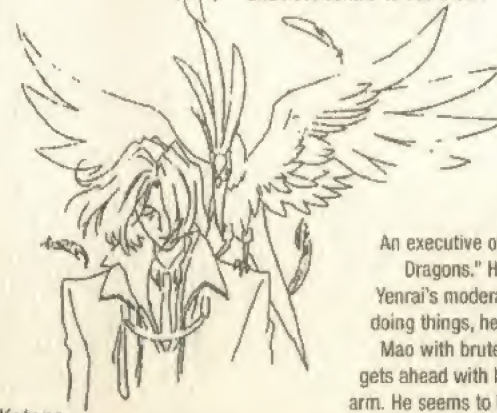


Vicious was once Spike's good friend and comrade. So why is it that they hate each other so much that they would press their weapons against each other, and not hesitate to use them?



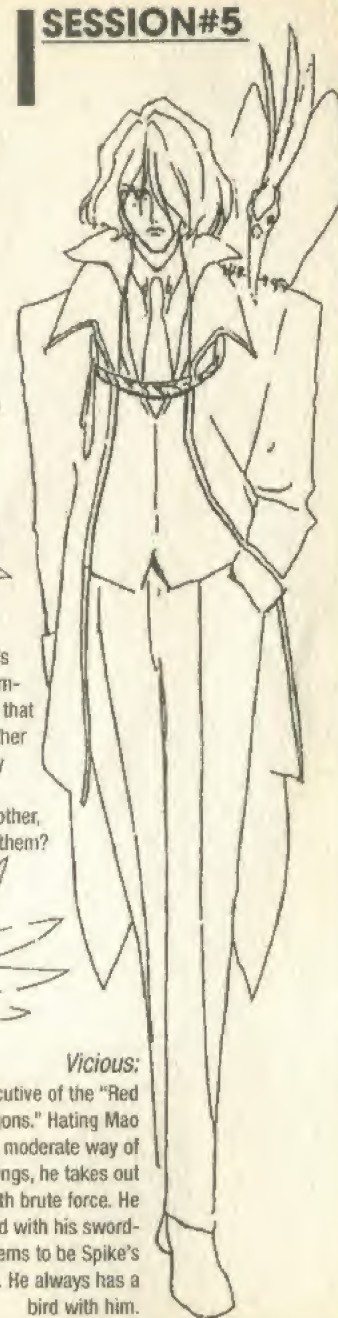
Vicious' Katana:

If Vicious stands on his toes, it comes to just under his hip. It's a bit long.



Vicious:

An executive of the "Red Dragons." Hating Mao Yenrai's moderate way of doing things, he takes out Mao with brute force. He gets ahead with his sword-arm. He seems to be Spike's old enemy. He always has a bird with him.



SESSION#5



**Dressed-up
Faye**

This style is from when she snuck into the opera house to get close to Mao Yenrai. It doubles as two styles: the coat is elegant, and when she takes it off, she looks sexy.

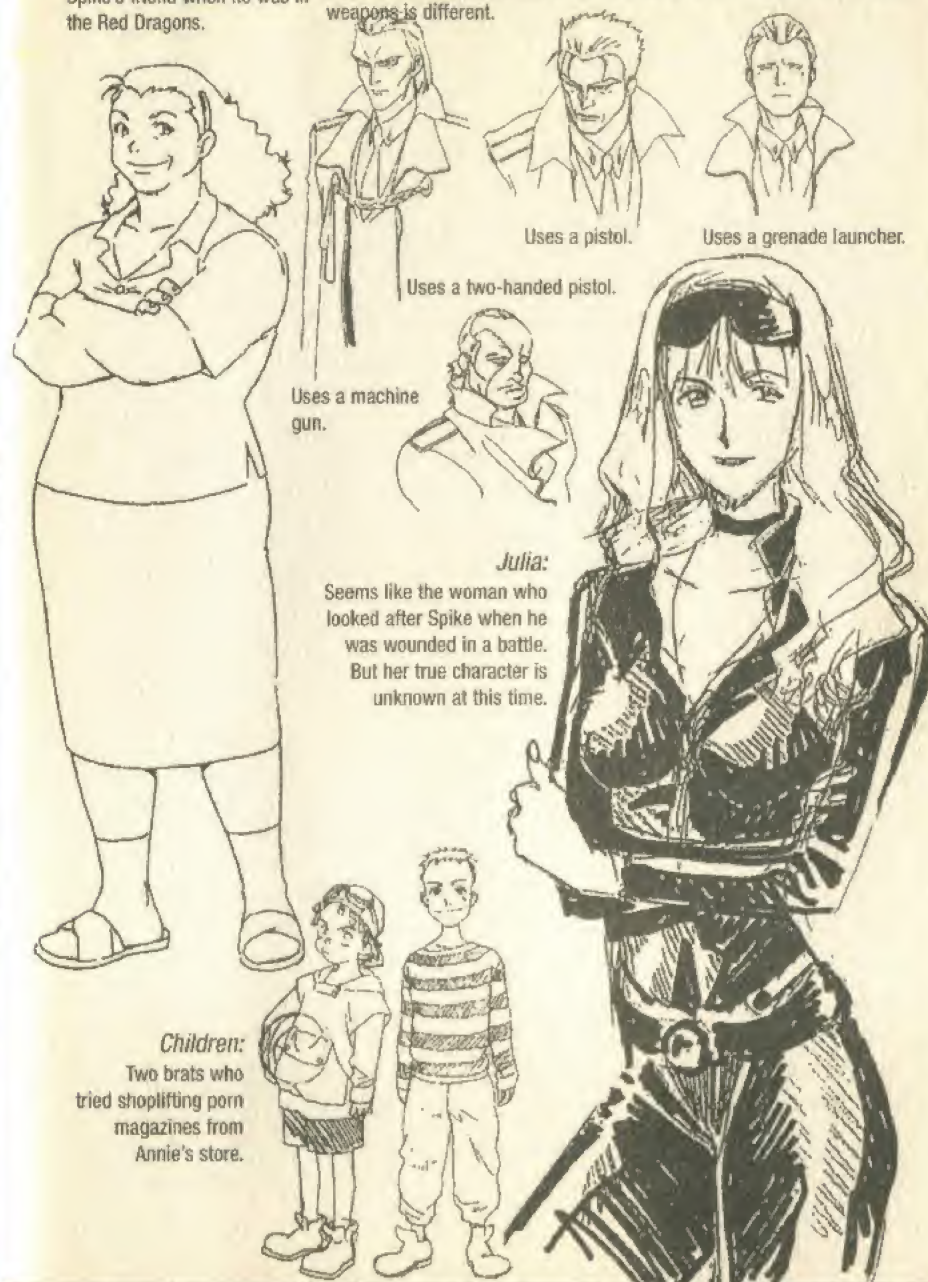
Vicious' Aides:
They were once Spike's subordinates.

Annie:

Spike's friend when he was in the Red Dragons.

Vicious' Subordinates:

Four efficient men who laid in wait for Spike at the chapel. Each of their weapons is different.



Uses a pistol.

Uses a grenade launcher.

Uses a two-handed pistol.

Uses a machine gun.

Julia:

Seems like the woman who looked after Spike when he was wounded in a battle. But her true character is unknown at this time.

Children:

Two brats who tried shoplifting porn magazines from Annie's store.

Cast and Crew

Main Staff

Director: Shinichiro Watanabe
Screenplay: Keiko Nobumoto
Character Designer: Toshihiro Kawamoto
Mechanics Art Design: Kimitoshi Yamane
Set Design: Isam Imakake
Art Director: Junichi Higashi
Color Coordinator: Shihoko Nakayama
Director of Photography: Yoichi Ogami
Audio Director: Katsuyoshi Kobayashi (A.P.U.)
Music: Yoko Kanno
Animation Production: SUNRISE INC.
Producer: Masahiko Minami, Kazuhiko Ikeguchi
Produced by: SUNRISE INC. & BANDAI VISUAL CO., LTD

Cast

Spike Spiegel..... Koichi Yamadera
Jet Black..... Unsho Ishizuka
Faye Valentine..... Megumi Hayashibara
Vicious..... Norio Wakamoto

BONUS

Okay, Bebop karaoke fans! If you've ever wanted to sing along with "The Real Folk Blues" theme song from Cowboy Bebop but didn't know how to pronounce the Japanese, you're in luck! Here are the lyrics in Romanji (phonetic Japanese) for your singing pleasure.

"The Real Folk Blues"

Aishiteta to nageku ni wa
Amari ni mo toki wa sugite shimatta
Mada kokoro no hokorobi wo
Iyasenu mama kaze ga fuite'ru

Hitotsu no me de asu wo mite
Hitotsu no me de kinou mitsumete'ru
Kimi no ai no yurikago de
Mou ichido yasuraka ni nemuretara

Kawaita hitomi de dareka naite kure

THE REAL FOLK BLUES

Hontou no kanashimi ga shiritai dake
Doro no kawa ni tsukatta jinsei mo waruku wa nai
Ichido kiri de owaru nara

Kibou ni michita zetsubou to
Wana ga shikakerarete'ru kono CHANSU
Nani ga yokute warui no ka
KOIN no omote to ura mitai da

Dore dake ikireba iyasareru no darou

THE REAL FOLK BLUES

Hontou no yorokobi ga shiritai dake
Hikaru mono no subete ga ougon to wa kagiranai


THE REAL FOLK BLUES

Hontou no kanashimi ga shiritai dake
Doro no kawa ni tsukatta jinsei mo waruku wa nai
Ichido kiri de owaru nara

Translator — Amy Forsyth
English Adaptation — Eric Althoff
Editors — Jake Forbes, Stephanie Donnelly, Robert Coyner
Production Specialist — Colin Mahan
Cover Designer — Thea Willis
Graphic Designer — Anna Kernbaum

Senior Editor — Jake Forbes
Production Manager — Fred Lui
Art Director — Matt Alford
VP of Production — Ron Klamert
Brand Manager — Kenneth Lee
Publisher — Stuart Levy

Email: editor@press.TOKYOPOP.com
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